

#2 C3 means mate in 2s that have 3 necessary checkmates

A puzzle for example can have 2 necessary checkmates + another variation that has multiple possible checkmates, where you only need to find one of them.

5R2/7k/3q2pp/7r/4Q3/4P1P1/5PK1/8 w - - 0 1

Qb7+

Qc7 Qxc7#

Qd7 Qxd7#

Qe7 Qxe7#

No **main mate** (it's check)

A main mate is a mate that occurs if black was able to skip his turn. There is no main mate for example when black is in check, or if it's a zugzwang self-mate puzzle (since black would need to move himself into #1)

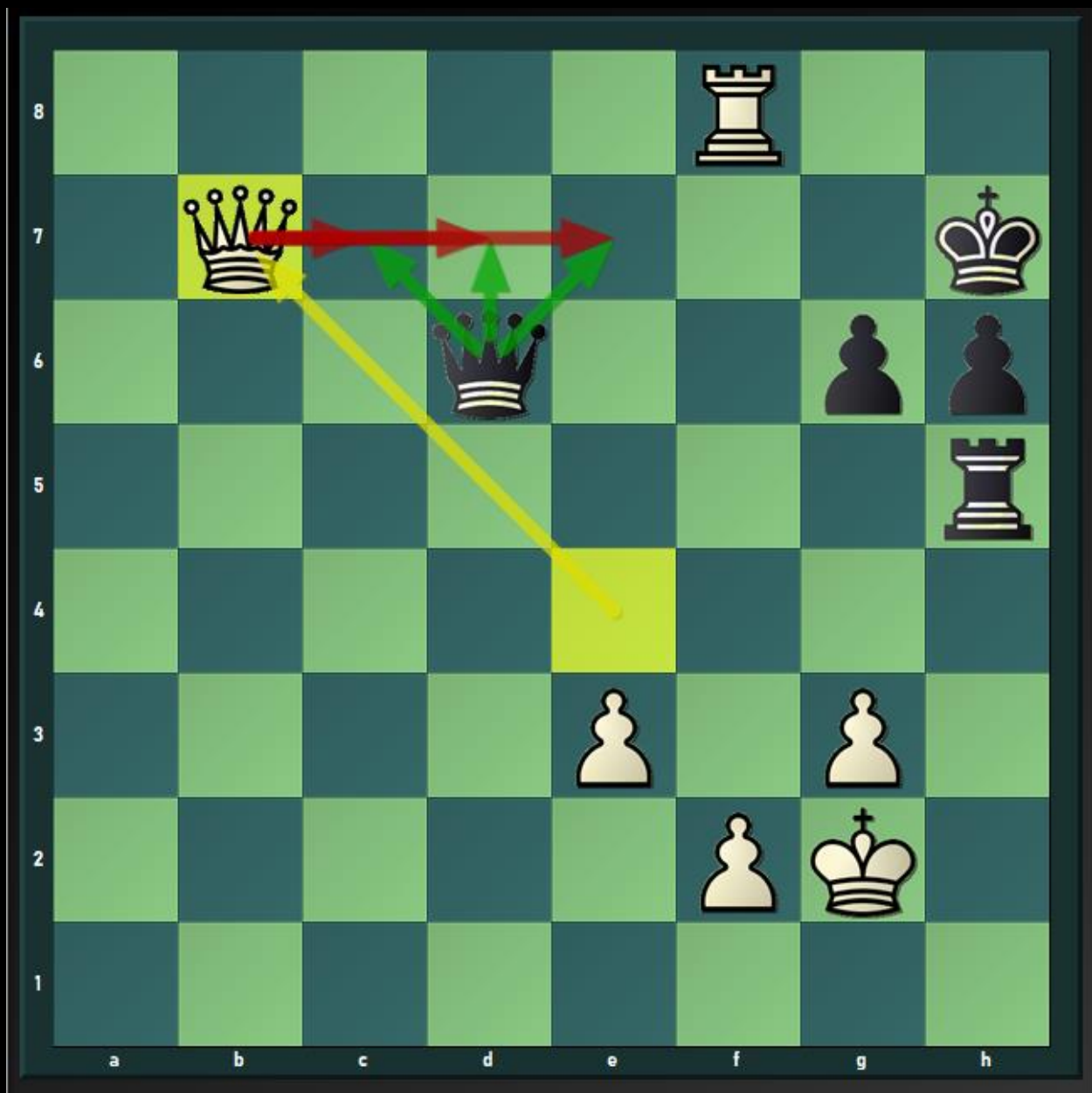
Red arrows alone symbolize a mate threat. **Shaded red squares** symbolize the square of the main mate, and the red arrow that points to the shaded red square shows which piece will move, and the main mate move

If is **no main mate**, I won't mention main mate at all in the upcoming puzzles

Green arrows symbolize an example of each unique response from black that leads to a different mate

The **shaded green square** shaded on the square a green arrow points to symbolizes the move that leads to the main mate (i.e. an empty move from black)

The image of the puzzle is on the next page



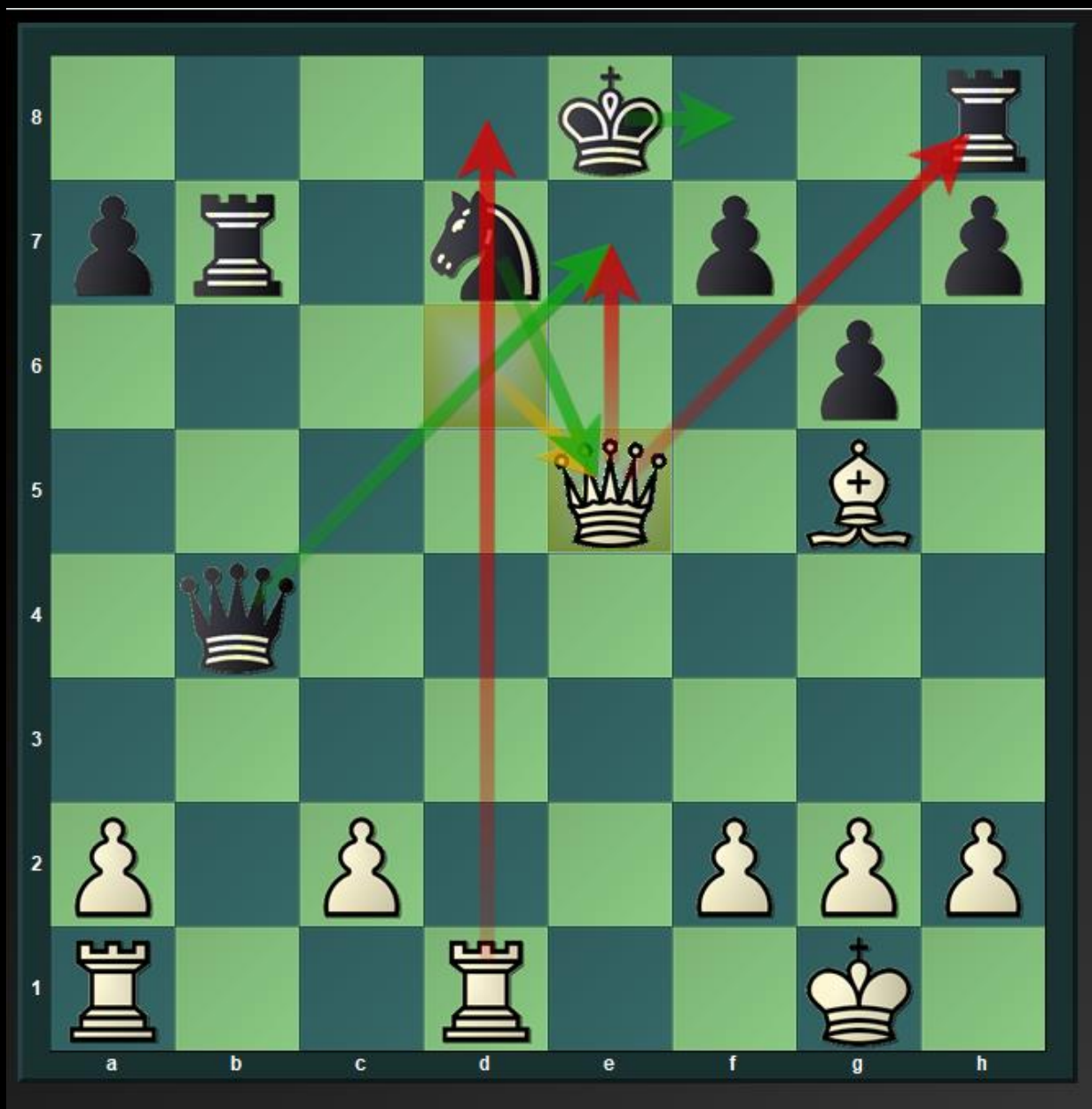
4k2r/pr1n1p1p/3Q2p1/4p1B1/1q6/8/P1P2PPP/R2R2K1 w k - 0 1

Qxe5+

Kf8 Qxh8#

Qe7 Qxe7#

Nxe5 Rd8#



2b4k/q3bQnp/p1n2p2/1p3p2/1P2N3/P3P3/1B3PP1/5BK1 w - - 0 1

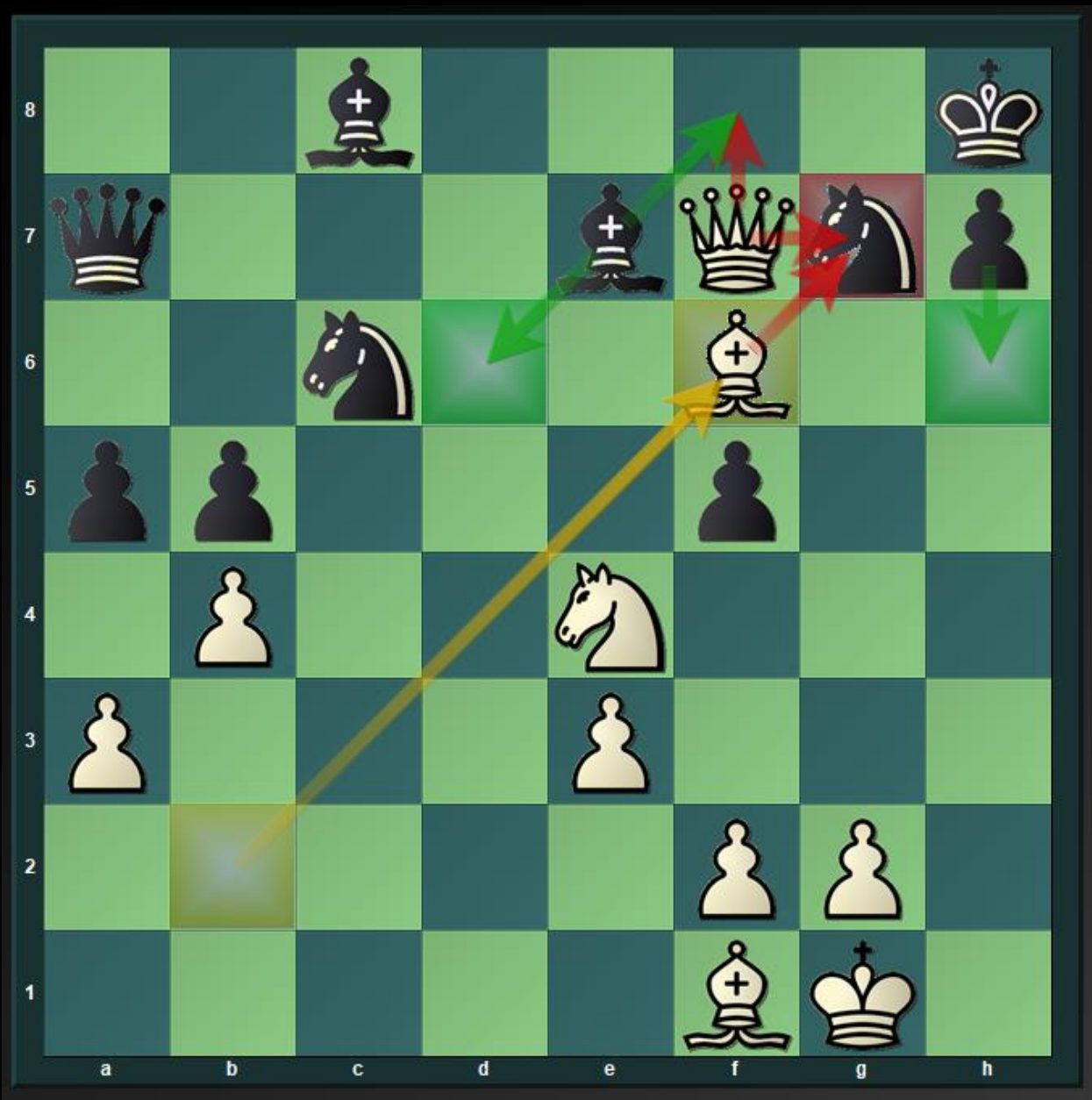
Bxf6

Main Mates:

Bd6 Bxg7#

h6 Qxg7#

Bf8 Qxf8#



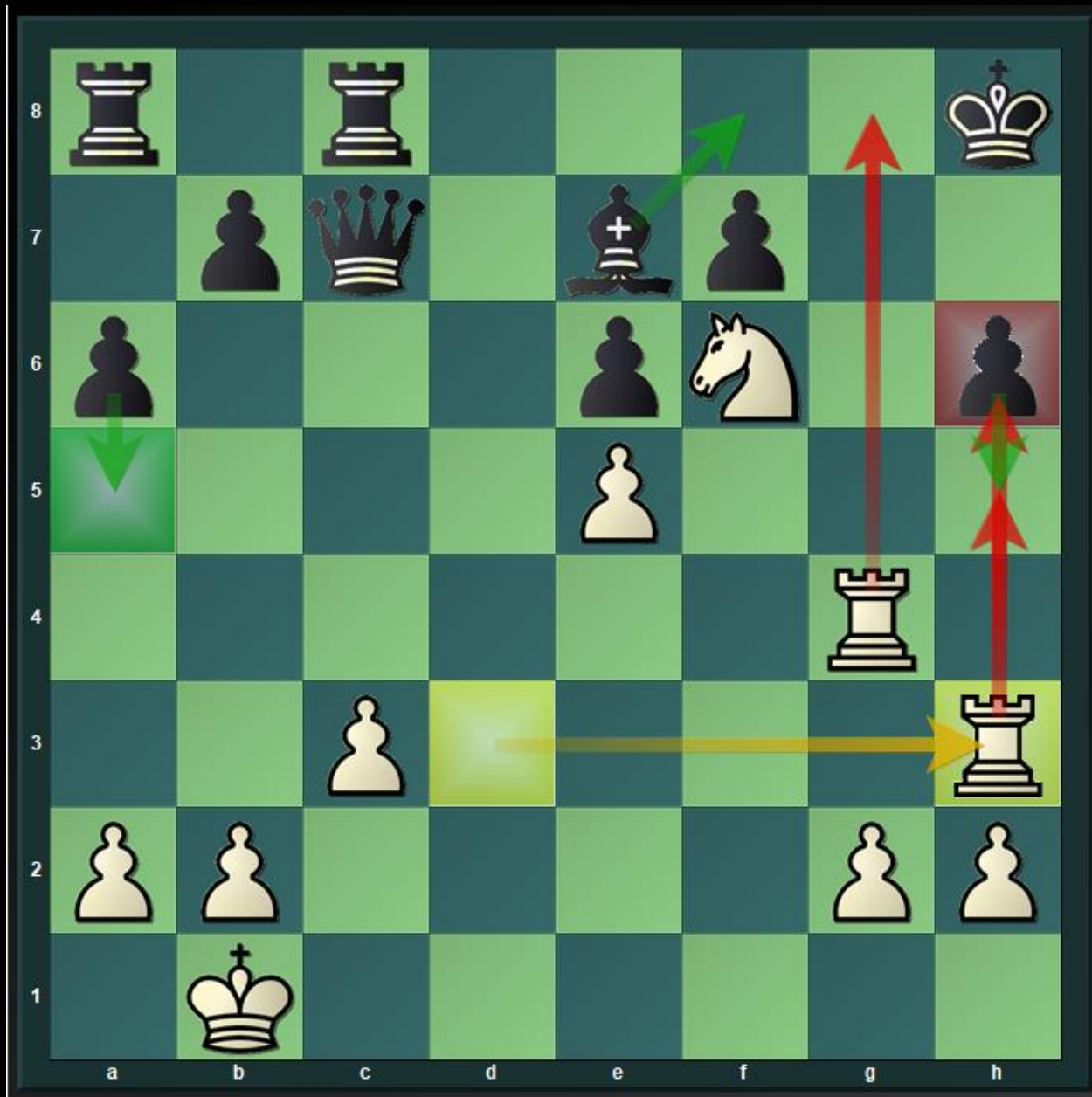
r1r4k/1pq1bp2/p3pN1p/4P3/6R1/2PR4/PP4PP/1K6 w -- 0 1

Rh3

Main Mate: a5 Rxh6#

h5 Rxh5#

Bf8 Rg8#



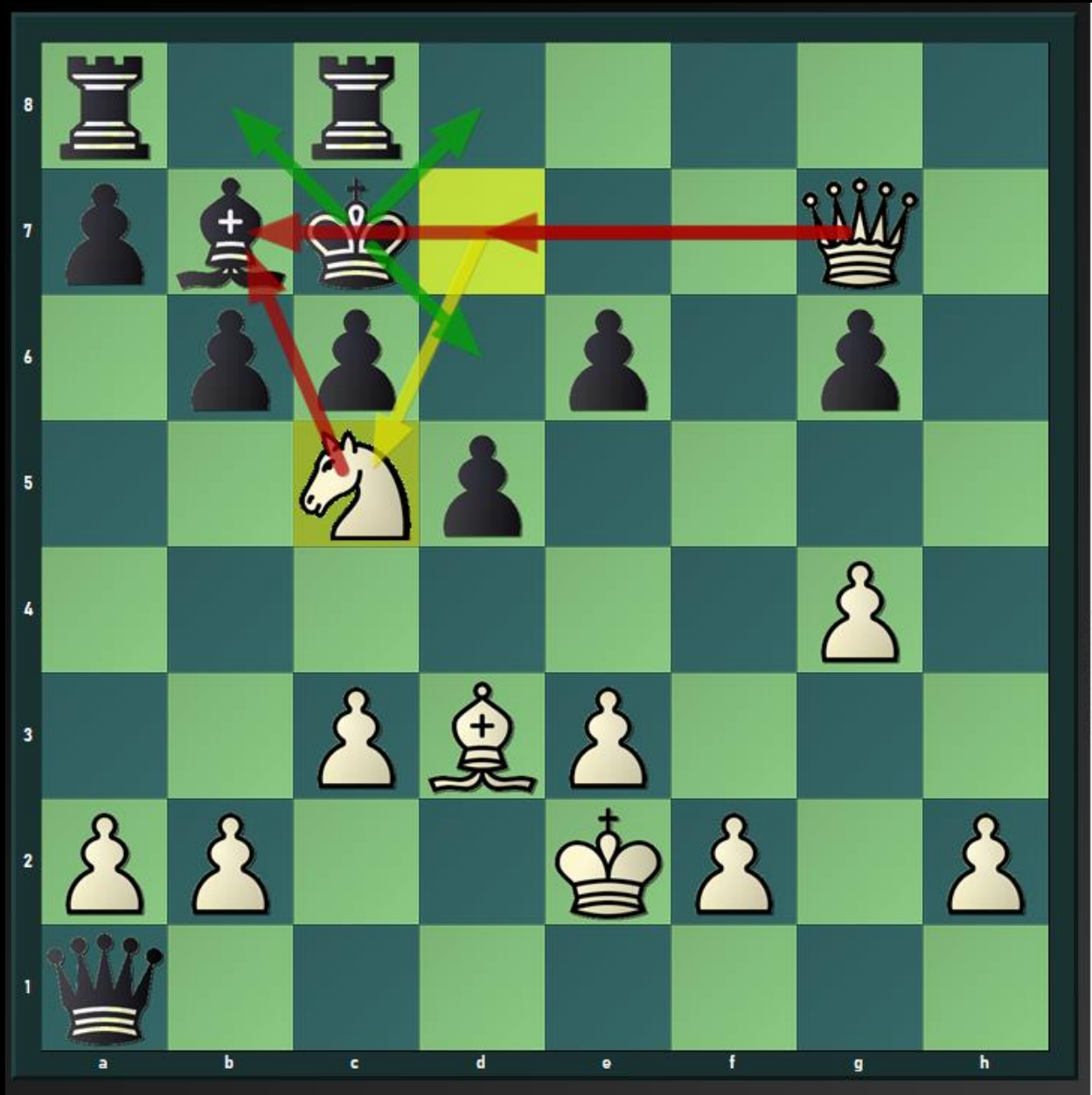
r1r5/pbkN2Q1/1pp1p1p1/3p4/6P1/2PBP3/PP2KP1P/q7 w -- 0 1

Nc5+

Kd6 Nxb7#

Kb8 Qxb7#

Kd8 Qd7#



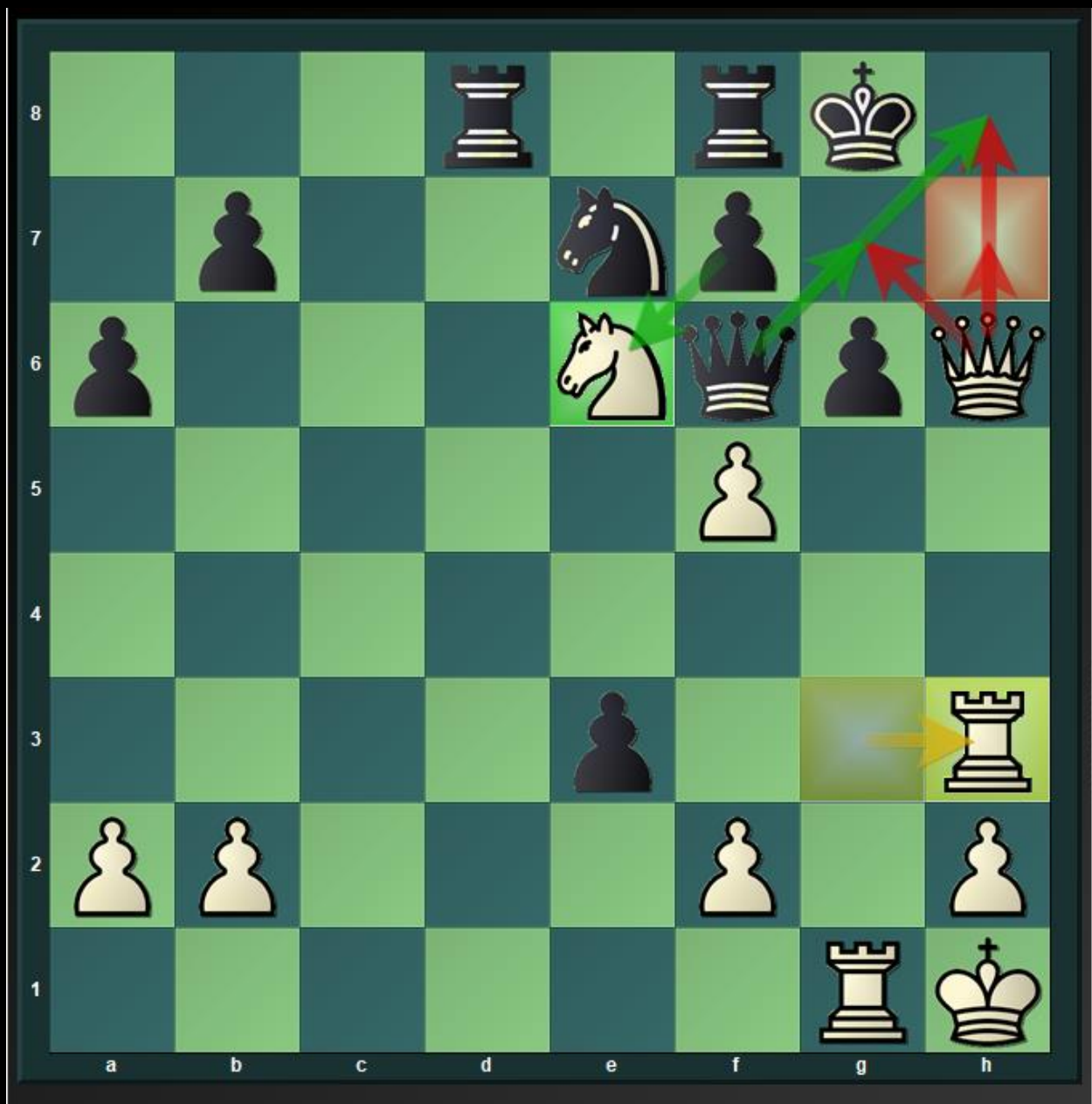
3r1rk1/1p2np2/p3NqpQ/5P2/8/4p1R1/PP3P1P/6RK w - - 0 1

Rh3

Main Mate: fxe6 Qh7#

Qg7 Qxg7#

Qh8 Qxg8#



5QKB/2P5/8/3k4/8/1R4N1/8/8 w - - 0 1

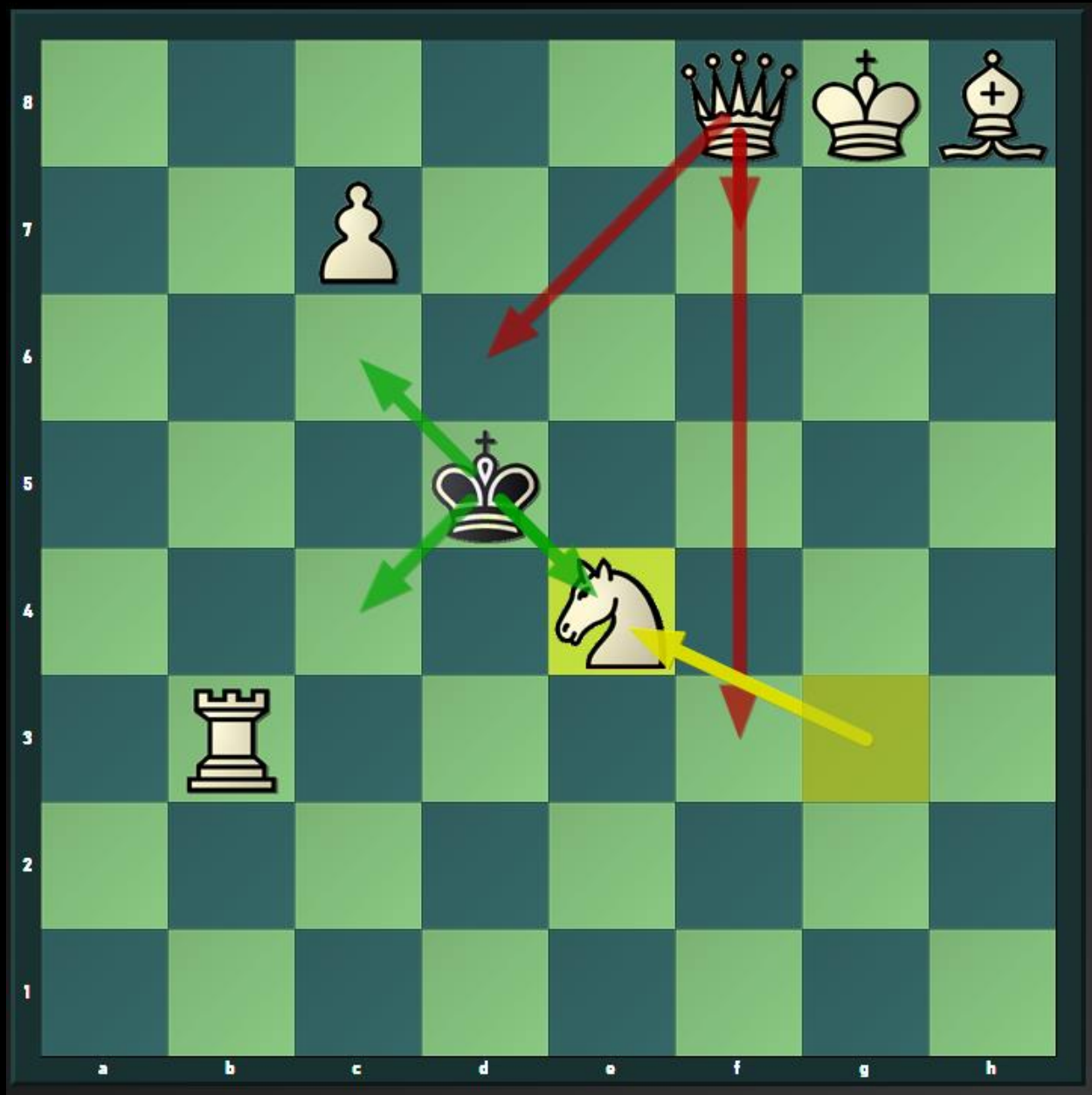
Ne4

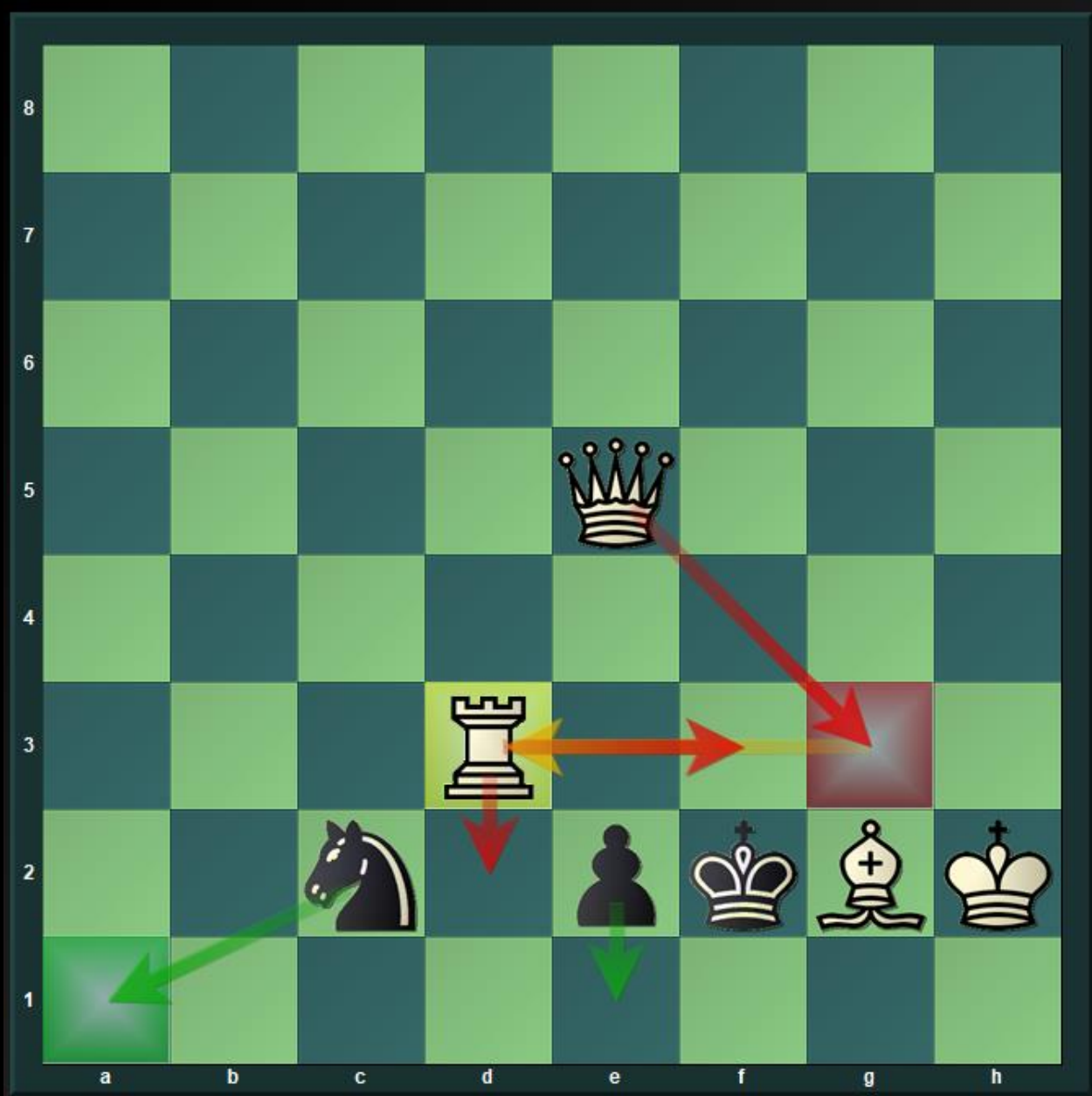
Zugzwang Self-Mate

Kc4 or Ke6 Qf7#

Kxe4 Qf3#

Kc6 Qd6#





8/8/6pp/2Q5/6k1/3K1R2/8/3B4 w - - 0 1

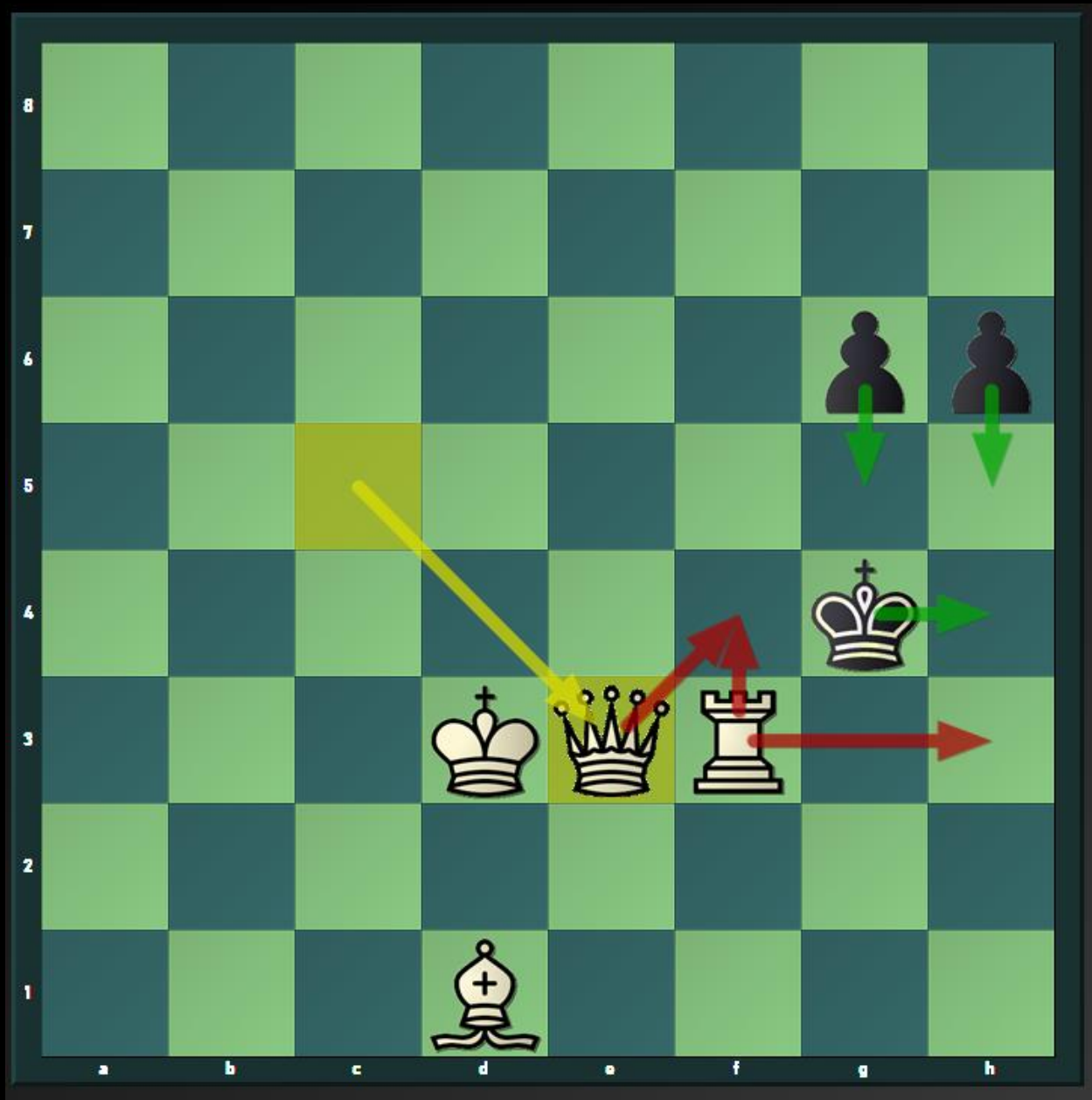
Qe3

Zugzwang Self-mate

g5 Rf4#

h5 Qf4#

Kh4 or Kh5 Rh3#



2k1K3/4b3/8/8/2N5/6R1/7B/1R6 w - - 0 1

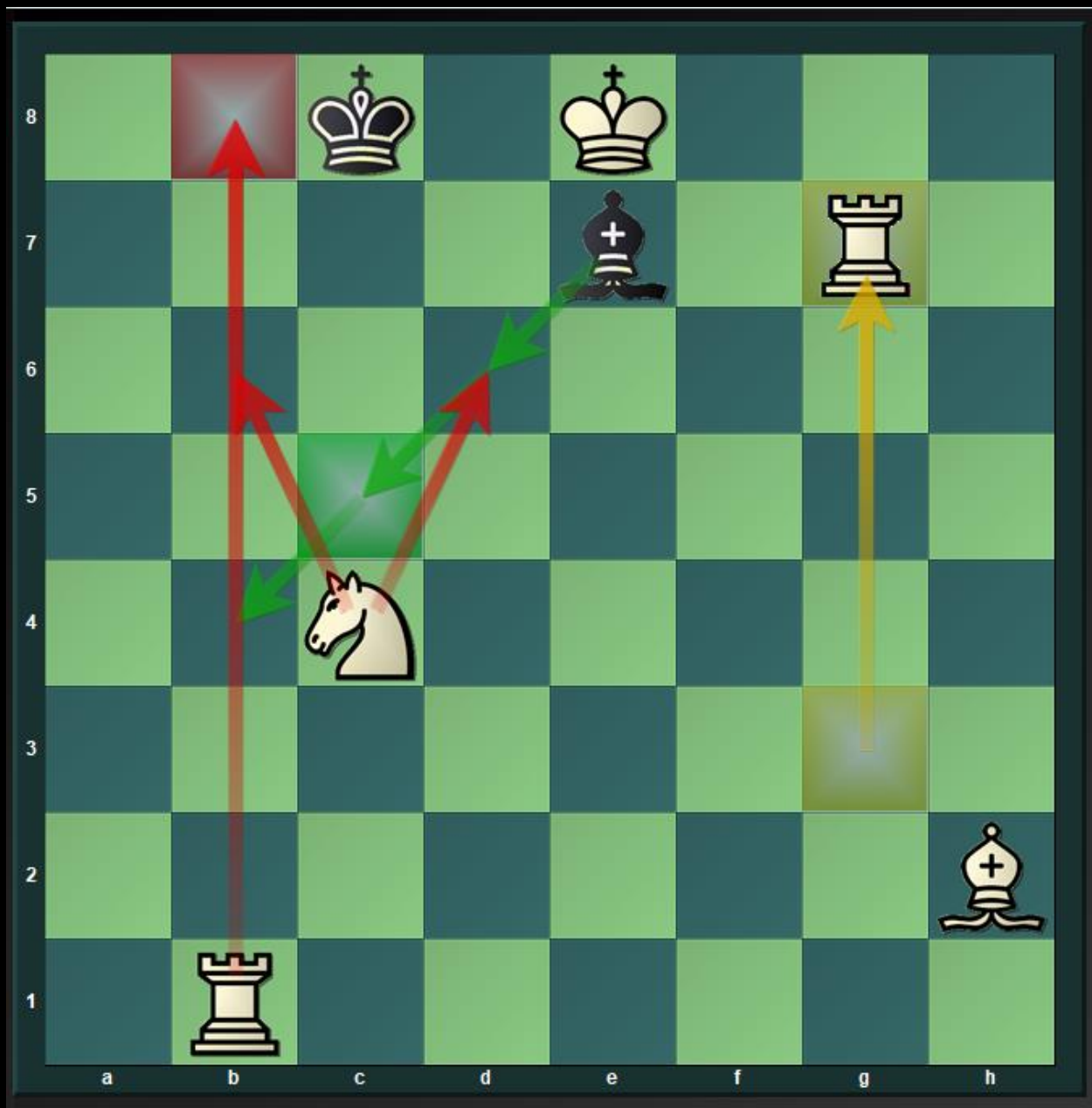
Rg7

Main Mate:

Bc5 Rb8# (Rc7# is another non-unique mate)

Bb4 Nb6#

Bd6 Nxd6#



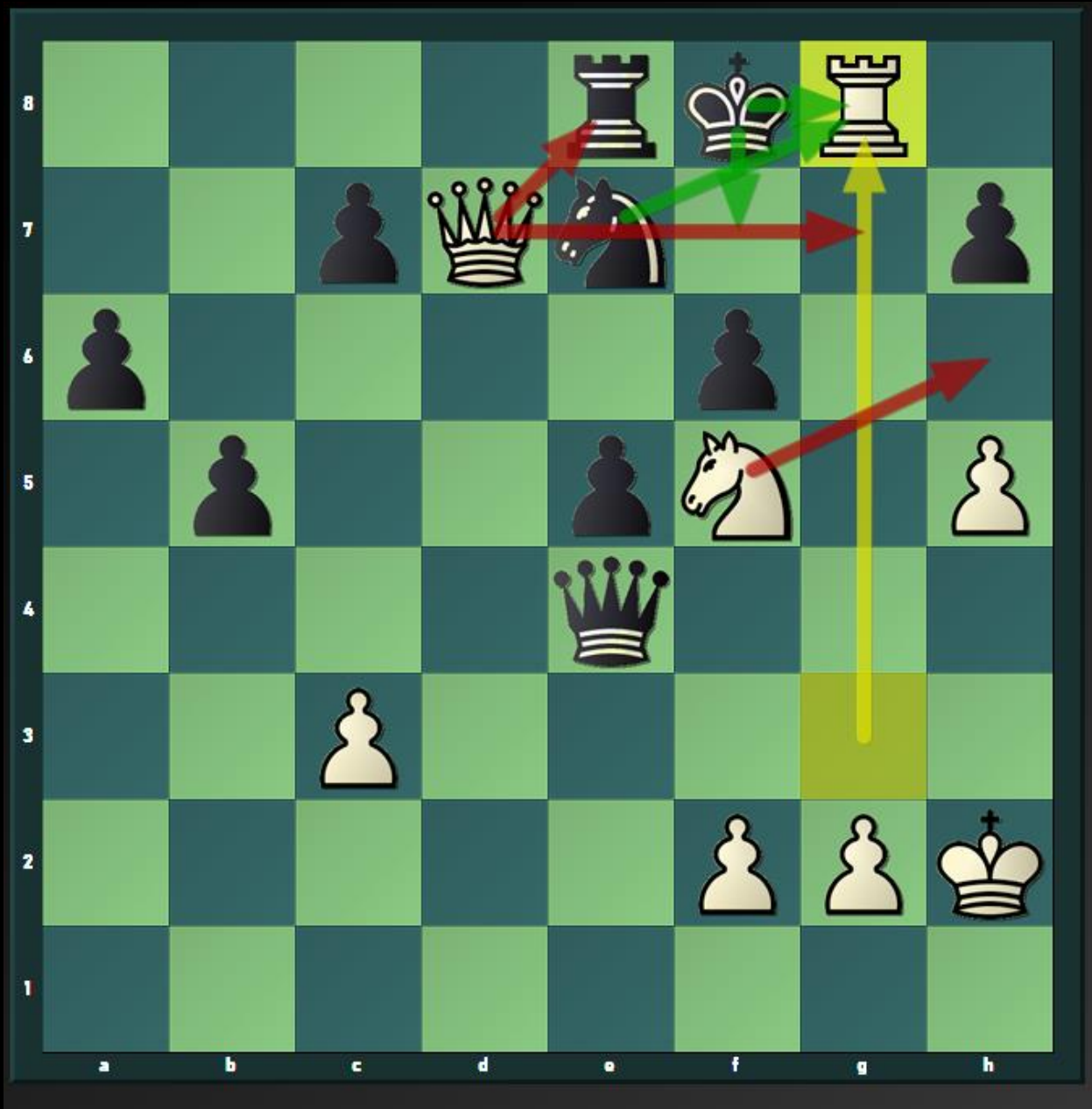
4rk2/2pQn2p/p4p2/1p2pN1P/4q3/2P3R1/5PPK/8 w - - 0 1

Rg8+

Kf7 Nh6#

Nxg8 Qg7#

Kxg8 Qxe8#



8/8/4RR2/7p/2q3kP/6P1/5P2/6K1 w - - 0 1

Kh2

Main mate: Qb4 f3#

Qe2 Rf4#

Qe4 Rxe4#



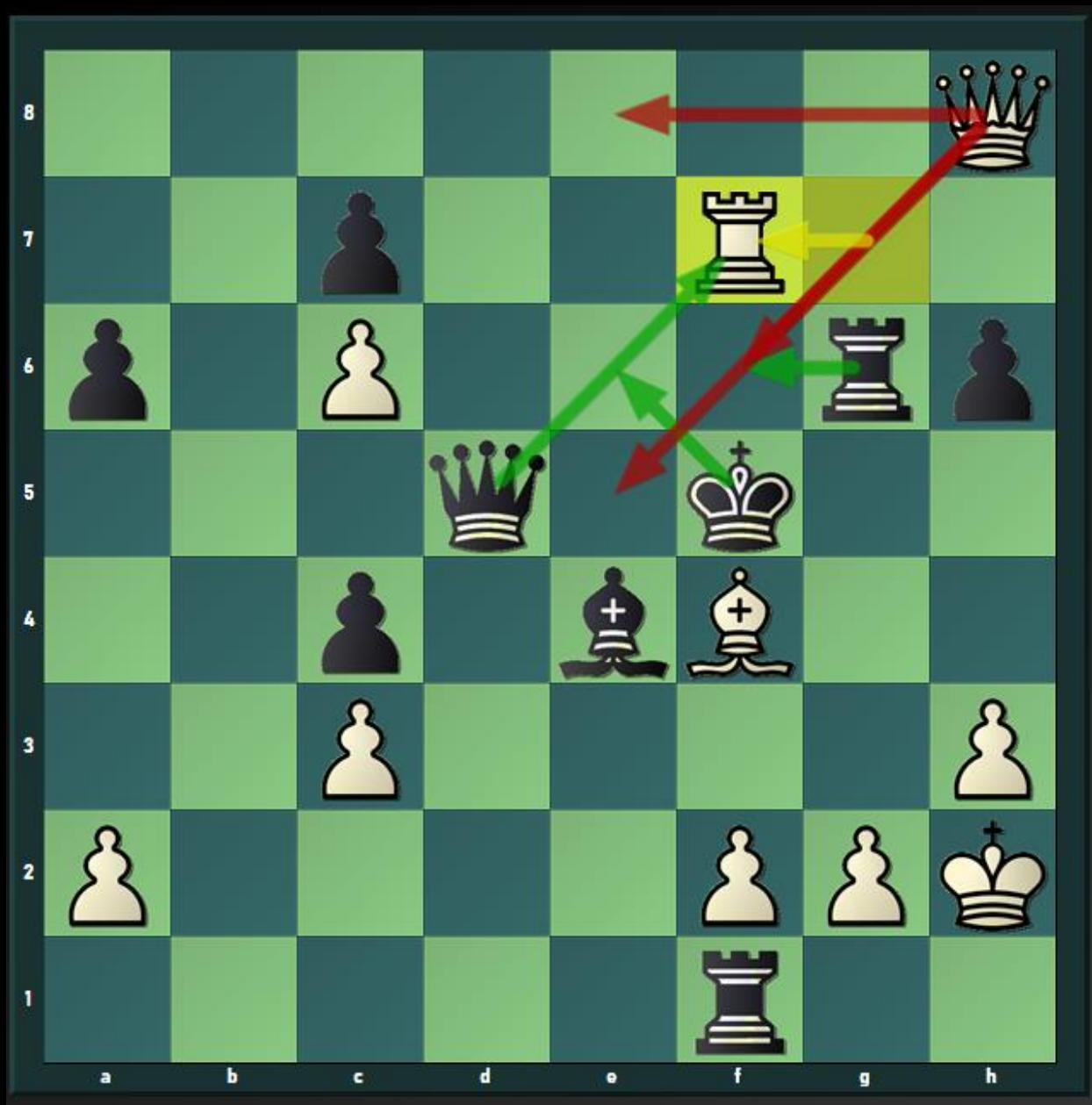
7Q/2p2pR1/p1P3rp/3q1k2/2p1bB2/2P4P/P4PPK/5r2 w - - 0 1

Rxf7+

Qxf7 Qe5#

Rf6 Qxf6# or Rxf6#

Ke6 Qe8#



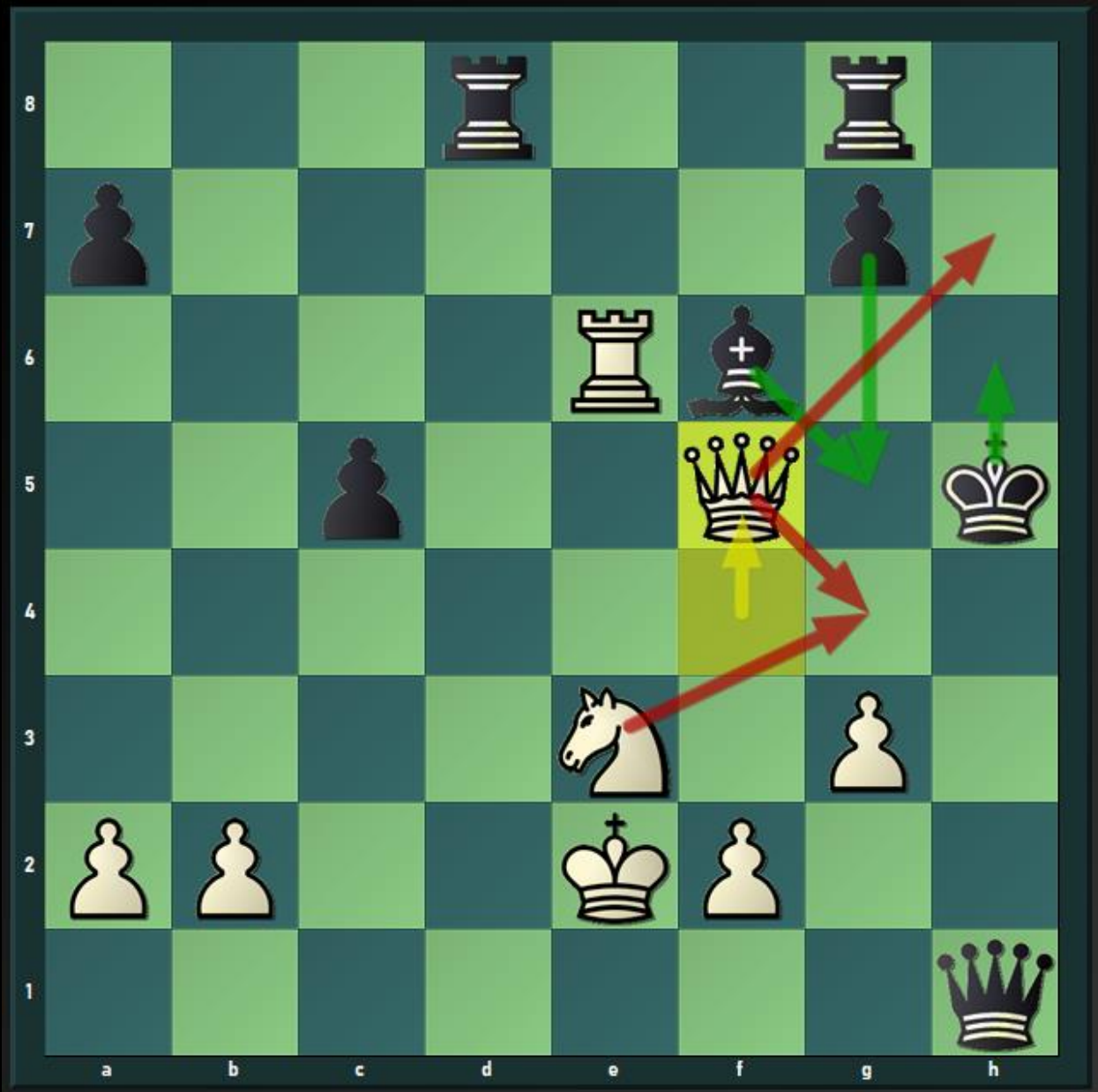
3r2r1/p5p1/4Rb2/2p4k/5Q2/4N1P1/PP2KP2/7q w - - 0 1

Qf5+

Kh6 Ng4#

Bg5 Qg4# or Qg6#

g5 Qh7#



8/4K1B1/8/7Q/3nBpp1/6kb/5R2/3N4 w - - 0 5

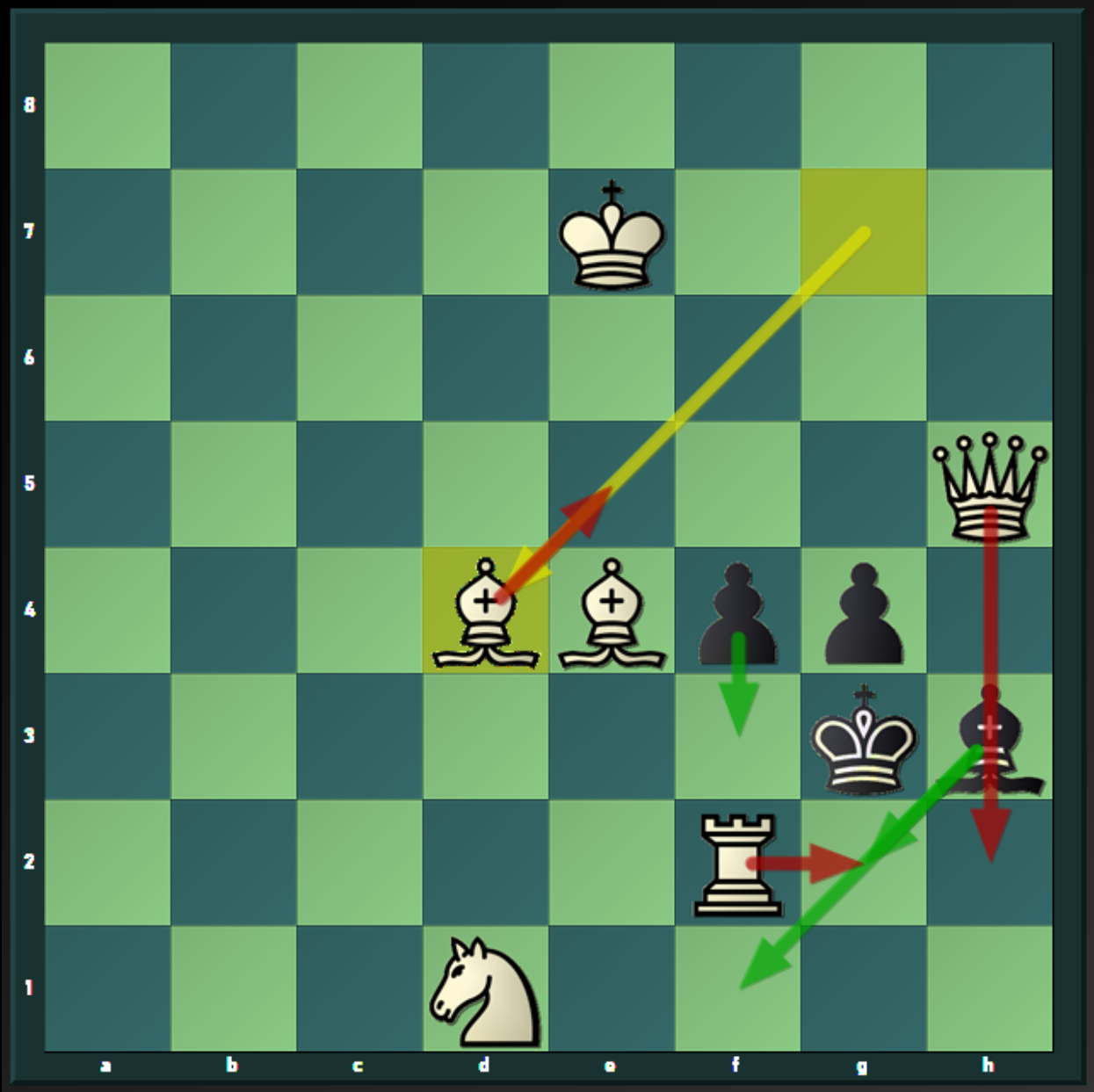
Bxd4

Zugzwang Self-Mate

f3 Be5#

Bf1 Qh2#

Bg2 Rxd2#



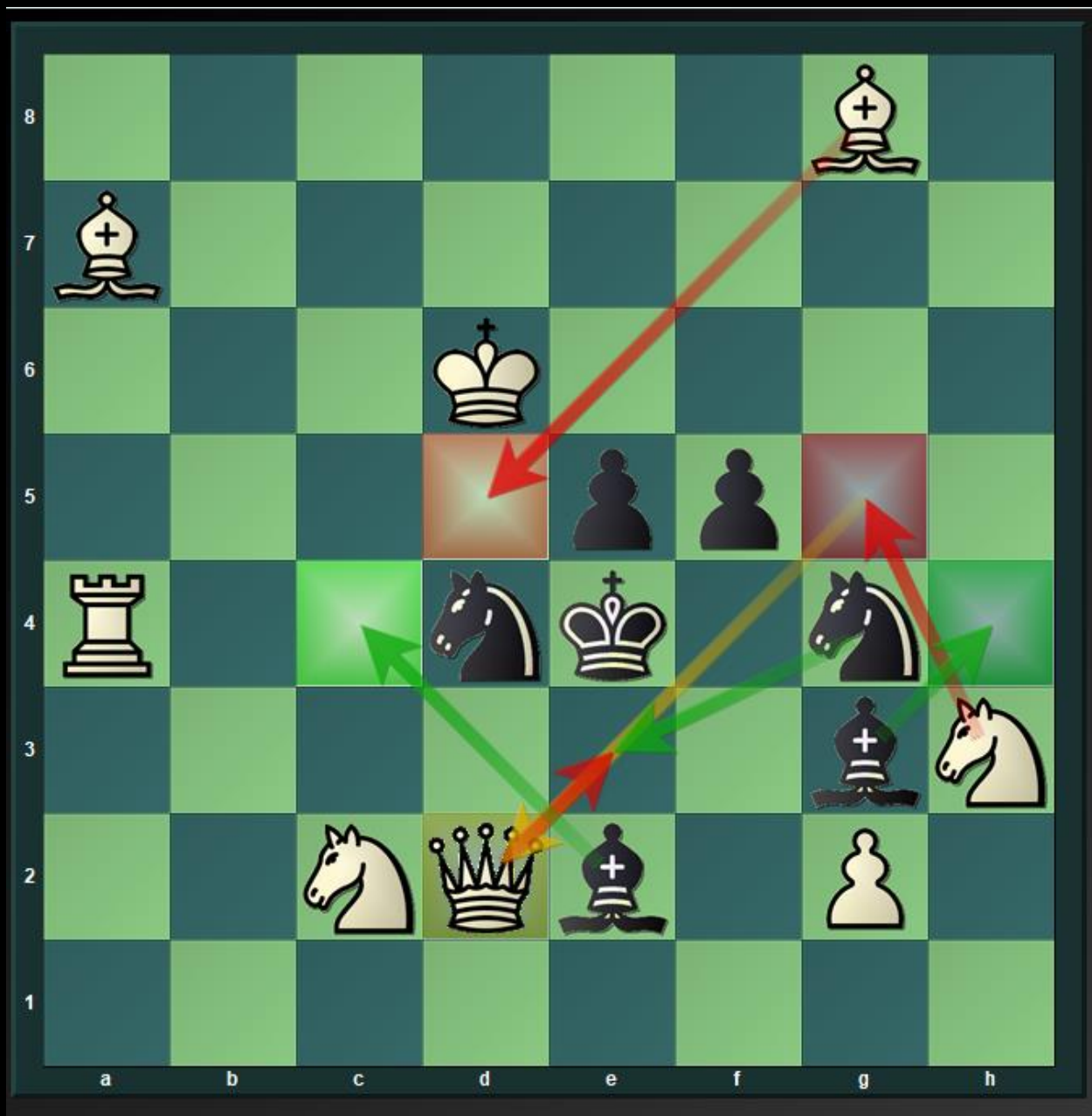
6B1/B7/3K4/4ppQ1/R2nk1n1/6bN/2N1b1P1/8 w - - 0 1

Qd2

Main mates: Bc4 Ng5#

Bh4 Bd5#

Ne3 Qxe3#



k2rqb1r/1pQ3pp/1p6/P3N3/4P3/1b6/1Pn2PPP/R4RK1 w - - 0 1

a6

Main Mates: Rb8 axb7#

and Nxa1 Qxb7#

bxa6 Rxa6#



5r1r/p2R2b1/2pRbkpp/1p1p2N1/5P1P/P7/1P4P1/2K5 w -- 0 1

g4

Main mate: a6 Rxe6

hxc5 hxc5#

Re8 Rf7#



If the pawn on d5 was removed, it turns into a #2 C2 puzzle since Ne4# can be played after Re8# instead of the unique Rf7#, and Ne4# becomes another main mate: a6 Ne4#. This #2 C2 puzzle can be found in #2 C2 (2).

BB6/4pR2/1pP1r3/1N3p2/1pr1k1nQ/1R2N1P1/3PKnb1/8 w - - 0 2

Qxg4+

Nxg4 d3#

fxg4 Rf4#

f4 Qxe6#

